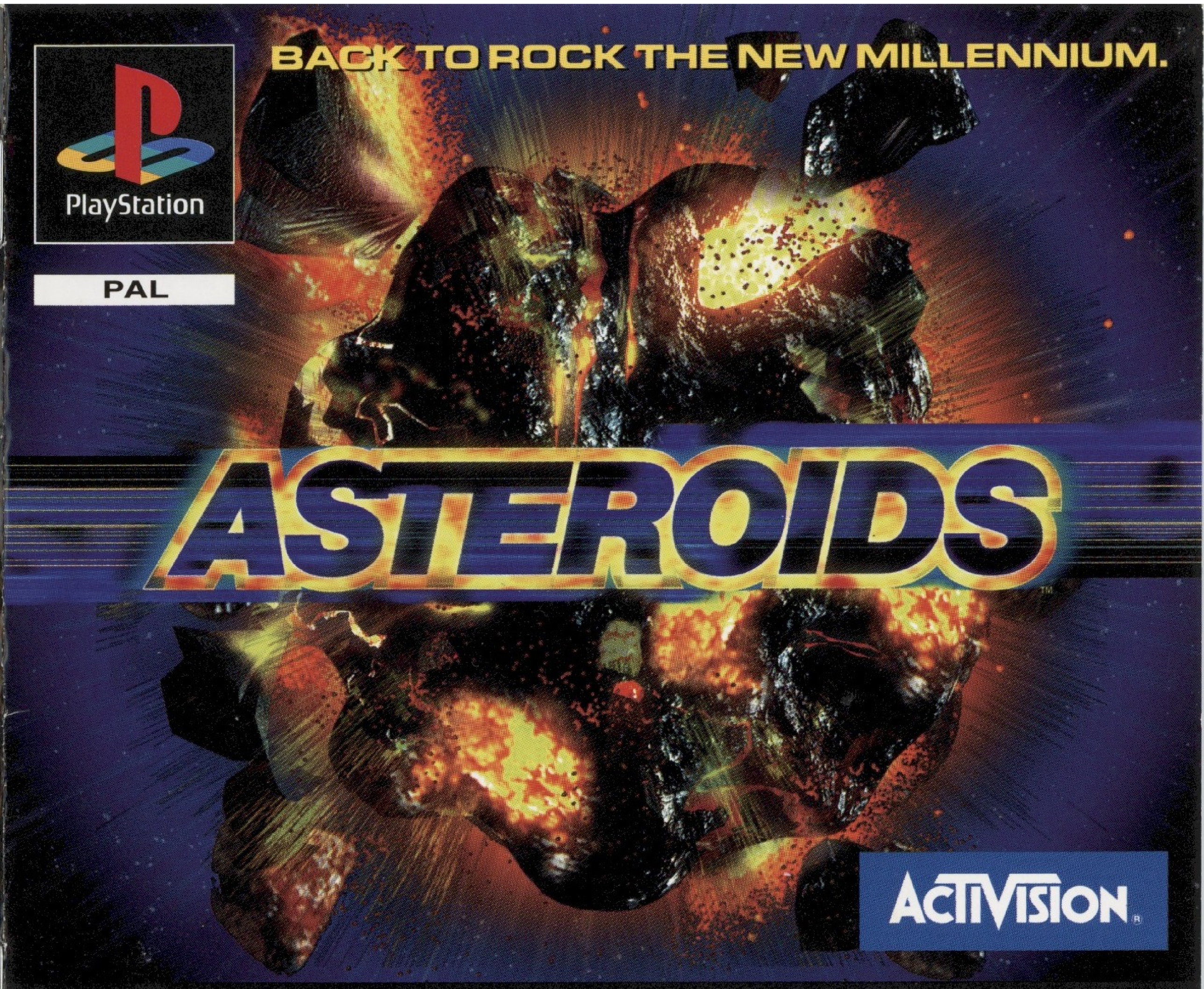
PlayStation

PAL

BACK TO ROCK THE NEW MILLENNIUM.



ASTEROIDS™

ACTIVISION®

PlayStation®

Precautions

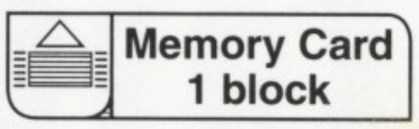
• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

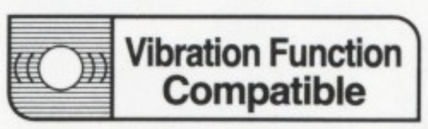
Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos.

© 1998 Activision. All rights reserved. For home use only. Unauthorised copying, adaption, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Activision. Developed by Syrox.





SLES-01418

Table of Contents

Starting Up 2

Game Controls 3

Main Menu 5

The Story So Far 9

Zones 10

Asteroids 12

Power-Ups 13

Wildcard Weapons 14

Enemies 16

Scoring 18

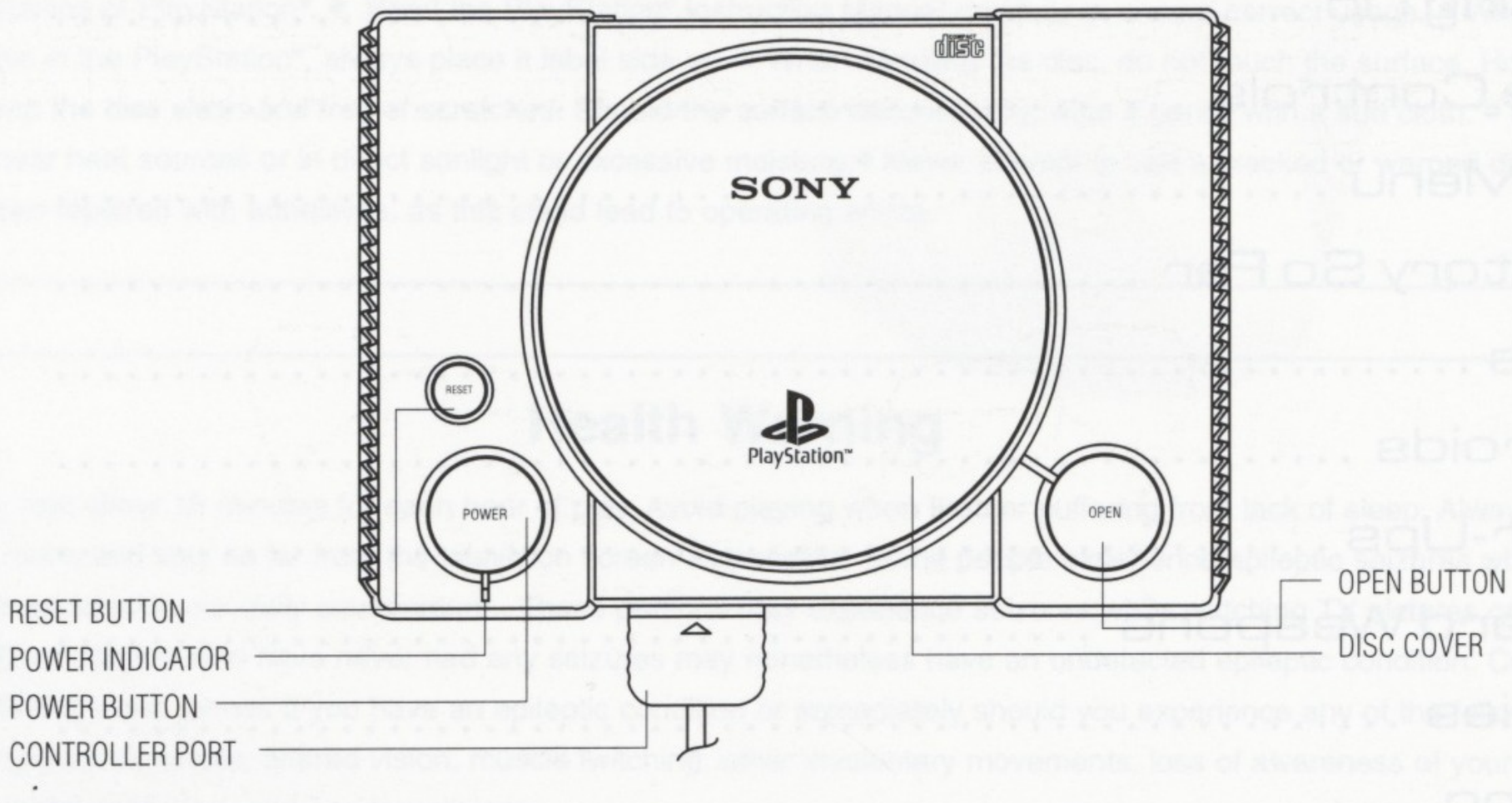
Classic Asteroids 18

Credits 19

Customer Support 21

Product License Agreement 22

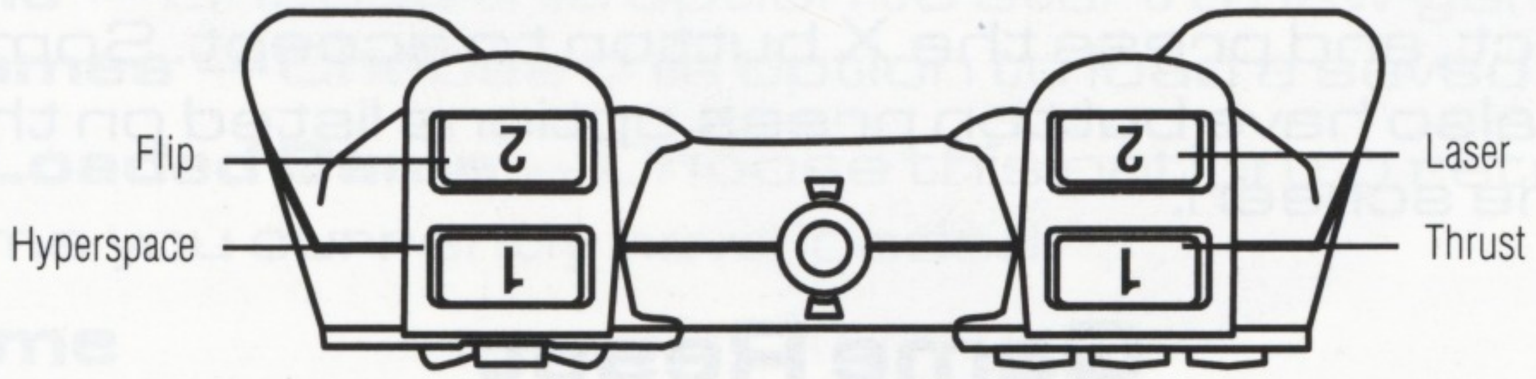
Starting Up

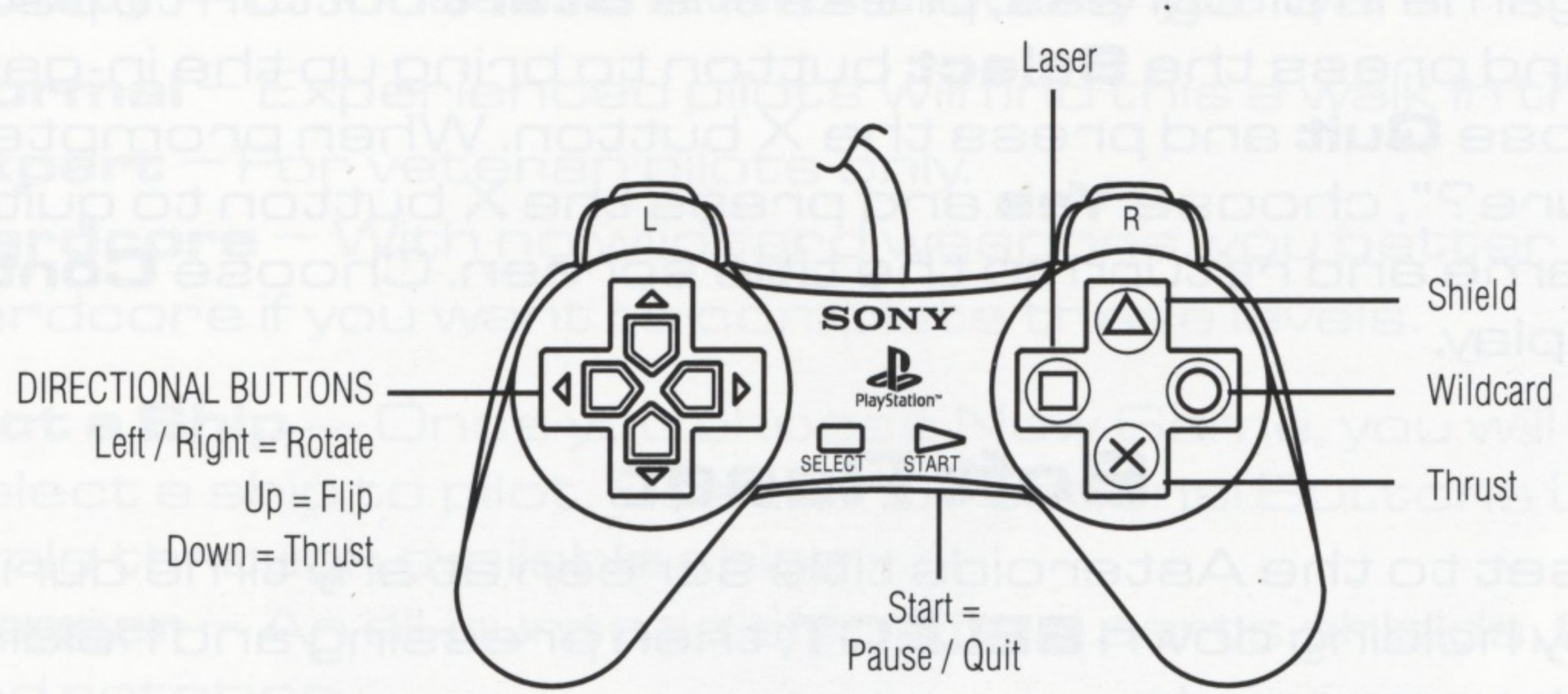


- Set up your PlayStation® according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Asteroids disc and close the disc cover.
- Insert game controllers and turn on the PlayStation.
- Follow the on-screen instructions to start a game.
- Make sure there are enough free blocks on your Memory Card before commencing play.
- Do not insert or remove peripherals or Memory Cards once the power is switched on.

Game Controls

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main Menu screen (see page 5).





To charge the laser's power, press and hold the laser button for five (5) seconds, then release the button. This results in increased firepower. Note: The Dagger does not have a charged weapon.

Movies

When you turn on the PlayStation you will see an introductory movie, which can be interrupted by pressing the **Start** button or the X button.

Game Menus

To select menu options, use the Directional Buttons up/down to navigate through the menu options, highlight the option you want to select, and press the X button to accept. Some screens will also have button press options listed on the bottom of the screen.

Game Reset

To abort a game in progress, press the **Start** button to pause the game and press the **Select** button to bring up the in-game menu. Choose **Quit** and press the X button. When prompted "Are you sure?", choose **Yes** and press the X button to quit from the game and return to the title screen. Choose **Continue** to resume play.

Soft Reset

You can reset to the Asteroids title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

Main Menu

Choose from the following options to begin playing Asteroids.

Single Player

Start a Game

When playing a single player game, there are up to three different options available:

New Game — Choose this option to start a new game.
Saved Games — Choose this option to load a saved game.

Resume Loaded Game — Choose this option to return to the saved game you currently have loaded.

New Game

Difficulty — Choose the level of difficulty you want.

Normal — Experienced pilots will find this a walk in the park.
Expert — For veteran pilots only.
Hardcore — With no wildcard weapons, you better be hardcore if you want to complete these levels.

Select a Ship — Once you choose New Game, you will then have to select a ship to pilot. Use the Directional Buttons Left/Right to cycle through available ships.

Dagger — An all-purpose ship. Equal parts shields, firepower, and rotation.
Rapier — Increased rotation and firepower at the expense of shield duration.
Longsword — This ship has less rotation, but increased shields and firepower.

Saved Games

Select this option to load a previously saved game from a memory card. You will be given the option to save your game whenever you complete a zone (each comprised of 15 levels) or run out of ships.

In order to load a saved game, select the name of the saved game you want to play using the Directional Buttons. To load the game, press the X button. When the Load? Yes/No query appears, highlight **Yes** and press the X button once more to load your saved game. When **Game Restored** is displayed on the screen, press the X button. With **Resume Loaded Game** highlighted, press the X button again. The game will start at the beginning of the last zone that you saved.

Multiplayer Game

Start a Game

Once you choose a multiplayer game, each player must then choose a ship to pilot. Note: You will need both controllers plugged in to play a multiplayer game.

Select a Ship – Use the Directional Buttons Left/Right to cycle through available ships. Press the X button to choose a ship. Once both players have selected a ship, the game will begin.

Options Menu

Player 1 /Player 2 Controls

Choose Player 1 and Player 2 controller configurations by pressing **Left/Right** on the Directional Buttons to select from several pre-set configurations.

Analog Controller — Asteroids supports the Analog Controller. To calibrate an Analog Controller, follow these steps:

- Select **Player 1 / Player 2 Controls** from the **Options** menu. If your controller has an Analog mode switch, it must be set to Analog Mode LED: Red in order to work properly.
- If an Analog Controller is detected, you have the option of calibrating that Analog Controller by using Up/Down on the Directional Buttons to select Calibrate Analog Controller. Press the X button to confirm your wish to calibrate.
- Follow the on-screen instructions to calibrate the Analog Controller.

Analog Controller (DUAL SHOCK™) — Asteroids supports the Analog Controller (DUAL SHOCK™). The Analog Controller (DUAL SHOCK™) has auto-calibration and a vibration function. You may disengage the vibration function by following these steps:

- Select **Player 1 / Player 2 Controls** from the **Options** screen.
- If the Analog Controller (DUAL SHOCK™) is detected, you have the option of turning the vibration on or off by pressing Left/Right on the Directional Buttons.

Customised Setup

- Select **Player 1 / Player 2 Controls** from the options screen.
- Press **Left/Right** on the Directional Buttons to choose Customised Setup.
- Press **Up/Down** on the Directional Buttons until a controller button function begins to blink.
- Press **Left/Right** on the Directional Buttons to change the function of the button.

- Press **Up/Down** on the Directional Buttons to modify a different controller button.
- Once you have configured your controller, press the X button.
- Press the X button once again to accept your configuration.

Music Volume

Use the Left/Right Directional Buttons to change the music volume.

Sound FX Volume

Use the Left/Right Directional Buttons to change the sound FX volume.

Centre Screen

Use the Directional Buttons to centre the screen. Press X to confirm your view or Δ to cancel your screen alterations.

Classic Asteroids controls

X button	= Fire
○ button	= Hyperspace
Start button	= Pause
Select button	= View High Scores
Hold **Select** and press **Start**	= Restart
Press the **Select** button twice	= Quit

Credits

See all the people behind the scenes.

The Story So Far...

The galaxy is filled with valuable commodities. If a company wants to keep their business up-to-date, they must compete on the ground and in the heavens. Interstellar mining has made people rich overnight. Seizing this great opportunity, the biggest mining corporations merged into a single mega-corporation, the Astro-Mining Corporation. More and more, surveyors have discovered the most valuable deposits deep within dangerous asteroid fields. In order to make the big money, the corporation hires pilots to blast asteroids to a reasonable size, then sends in their massive mining machines to capture valuable minerals in the quadrant. The corporation's efforts in space support entire off-world societies. The rule is simple: Make the company rich, and it makes you rich in return.

The bulk of the Astro-Mining Corporation contracts are from the military, which explains why mining has become such a dangerous, yet lucrative occupation. The corporation realised that not only could it mine for valuable ores, but it also could provide a clearance service for debris-infested areas of space. Since the military has been engaging in wars against hostile extraterrestrials, they have needed an efficient way to clear interstellar highways of any potential hazards. . . such as asteroids. One small asteroid can have a devastating effect on everything from a transport to a battle cruiser, particularly since these craft normally travel at half the speed of light. An entire asteroid field is a deadly obstacle, indeed.

Talented pilots from all over the planet are being recruited by Astro-Mining to clear areas of space for equipment to be moved in and to provide safe passage for military and civilian life.

These pilots must be talented dogfighters who can dodge and weave among the constant threats found within an asteroid belt. In addition, they must be skilled shooters who can pulverise asteroids into dust with a well-aimed shot and can fight fiercely against any enemies they might encounter.

You have been selected. Good luck.

Zones

There are five different zones that you will encounter in Asteroids. Each zone is comprised of fifteen levels that you must complete.

Zone 1; Sigma Delta – Clear the area of all asteroids. Beware of any alien craft.
Hint: Destroy all the broken pieces of the crystal asteroids before they grow into new, full-size crystals!

Zone 2: Black Hole – Destroy all foreign material floating in the zone in order to provide safe passage for cargo ships. Avoid staying in the centre of the black hole for too long, or you may be lost forever!
Hint: Keep in mind that you can safely pass over the black hole's core and fly near its centre. Just do not stay in its eye for too long or you will pay the price for your actions.

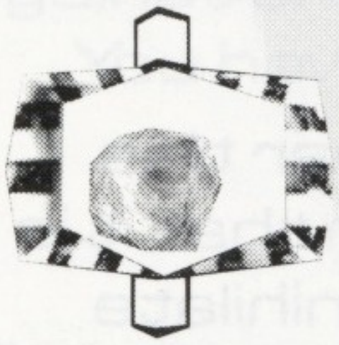
Zone 3: Sun – The Poseidon Corporation wants you to clear the area so they can make a vacation spot here. Avoid the solar flare explosions at all costs.
Hint: When attacking the ancient energy asteroids, be sure you give yourself enough room to avoid their reflected energy bursts.

Zone 4: Worm Zone – The military has sent you to clear this zone of debris, however they failed to mention that it is a breeding ground for alien space worms. Annihilate all opposition and destroy all alien eggs in the area.
Hint: Beware the alien queen! She cannot be killed, so be sure you are continually moving to avoid her crushing your vessel.

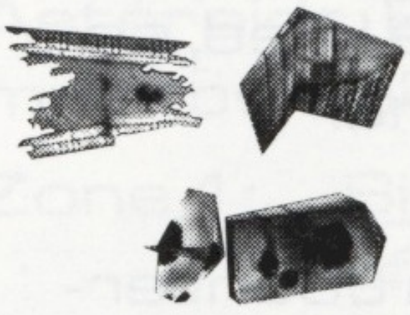
Zone 5: Save the Earth – The aliens have launched a counter-assault on earth. Prevent any asteroids from hitting the earth. If the planet takes too much damage, life will cease to exist. . . including your own!
Hint: Try to stay just above earth in order to have a clear shot at all incoming asteroids. If you stray too far into space, it will be harder to protect the planet from the barrage of rocks hurtling toward it.

Asteroids

Classic Asteroid — These are floating volcanic space rocks.



Mined Asteroid — These asteroids are surrounded by cages that are embedded with high-explosives. If fired upon, they will explode in a massive blast of destructive force.



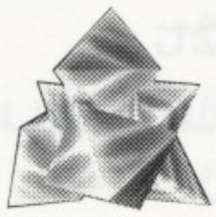
Space Debris — There is a wide assortment of junk floating in space. The debris consists of huge ripped-open chunks of ships, satellites, and other space objects that clutter many transportation routes.

Indestructible Asteroid — No weapon can damage these impervious asteroids. However, with enough shots, a pilot can change the direction of this hazardous debris.

Fireball Comets — These flaming comets move fast!

Crystal Asteroid — These crystal blue asteroids are actually bizarre extraterrestrial organisms found throughout the galaxies. Warning: When shattered, the shards of the creature grow into full-size crystals if they are not quickly dispatched.

Alien Egg Asteroid — The alien egg asteroids are dense egg packs that hold baby space worms. Destroying one of these eggs releases the deadly offspring from their shell, allowing them to directly attack your ship's hull. . . unless you can eliminate them first.



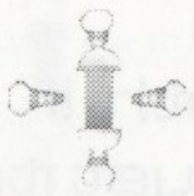
Ancient Energy Asteroid — It comes from the most ancient of times. These orange crystal asteroids are composed of the energy that fuelled the Big Bang. If you attack these asteroids, they will absorb your laser's energy, and send it right back at you in a powerful blast.

Power-Ups

Power-ups are objects found in space that bestow various benefits to the pilot's ship.

Shield — (Light Blue Power-Up) This power-up will instantly recharge your shield.

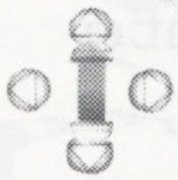
Free Ship — (Yellow Power-Up) This power-up gives you an extra ship.



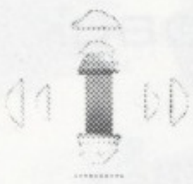
Bonus Point — (Green Power-Up) This power-up will give you extra points.

Wildcard Weapons

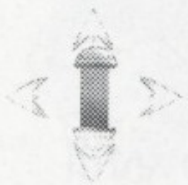
These are powerful weapons that can be found floating around in the darkest recesses of space.



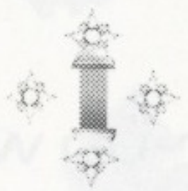
GunSat — (Green Power-Up)
The GunSat activates a rotating satellite that spins around the ship. The satellite will automatically fire a shot at the closest enemy as it spins. If an object impacts with the GunSat, it will be destroyed, but your ship will be safe.



Mines — (Red Power-Up)
When a mine is fired, it is ejected from the rear of the ship. The mine is armed and will explode upon impact with an object, causing significant damage to anything caught in its blast.



Armageddon — (Purple Power-Up)
When this attack is activated your ship will start to spin. During this rapid spinning motion, the laser will fire continuously. Any ships or asteroids in range will be destroyed or take damage.



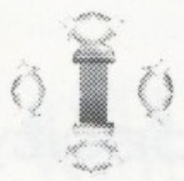
Homing Missiles — (Light Blue Power-Up)
When fired, these plasma missiles lock onto the closest enemy object within its current flight path. If the enemy changes direction, the missile will adjust its angle of attack to compensate.

Plasma Drill — (Light Blue Power-Up)
This powerful laser can cause major destruction.

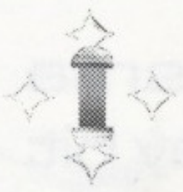
Trigger Bombs — (Dark Blue Power-Up)
The Trigger Bomb is aimed and fired at an enemy by pressing and holding the **wildcard** button. As long as the button is held, the Trigger Bomb will continue to travel in the direction launched. When the button is released, the bomb will explode. The bomb will be triggered early if impact occurs with another object.

Laser — (Light Blue Power-Up)
This weapon fires a beam that cuts through almost anything.

Ramming Shield — (Red Power-Up)
When the Ramming Shield is activated you have a few seconds to ram your ship into an enemy or asteroid, causing massive damage. ✲



Robo Wall — (Light Blue Power-Up)
This power-up creates a stationary barrier that adjusts itself to the orientation of your ship.

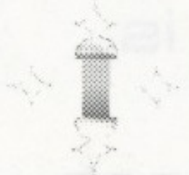


Missile Armageddon — (Purple Power-Up)
A bigger, badder 360 degree spin weapon. Once spinning, the ship will fire a barrage of plasma missiles.

✲ Be warned, though. The tremendous drain on your systems will render your laser momentarily inactive (in order to recharge).

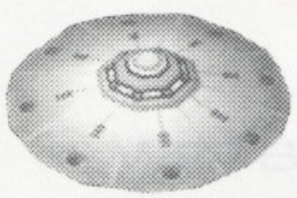
Smartbomb — (Dark Blue Power-Up)
Tremendous damage.

Wide Shot — (Green Power-Up)
This Wildcard weapon allows you to shoot three photons at once.

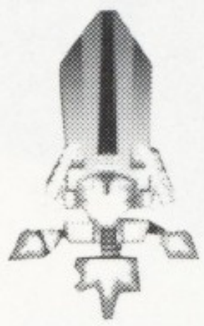


Plasma Sword — (Red Power-Up)
The Plasma Sword leaves a deadly trail of liquid plasma death. Use it to destroy objects approaching from behind you.

Enemies



Standard Saucer — This round saucer-style ship fires small bolts.

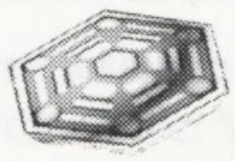


Asteroid Tug — The Asteroid Tug has the annoying habit of capturing asteroids and protecting them from your attacks. Shoot the tug in order to free the asteroids.

This heavily armoured tug has a high shield capacity which powers down when it captures an asteroid.

Crystal Ice Ship — This crystal ship fires cold plasma bolts. The plasma bolts are slow-moving and if they hit your ship, you will be unable to move for a few precious seconds.

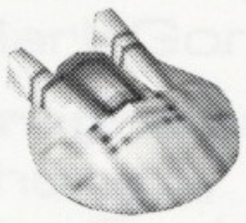
Fuel Transports — These transports have a laser support system to protect their valuable cargo. The armour of these ships combined with their firepower make them one tough enemy.



Hex — When hit, the Hex will break into two Battle Stations. When either Battle Station is hit, it will break into Squad Fighters.

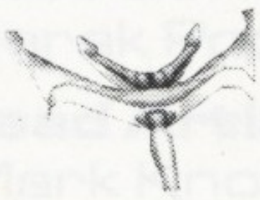
Living Turret Cruiser — One wrong move and you are space dust.

Super Saucer — The Super Saucer is smaller, yet more powerful than the standard saucer. It has a better weapon tracking system than its larger predecessor, so be careful.



Repulser Beam — These ships have a repulser beam that can push you in a random direction.

Nuke Drivers — These are old ships using a unique type of nuclear power. Because of this, they leave an exhaust trail that is pulsing with deadly energy. These trails will linger for a while after the Driver has moved on. Avoid their exhaust!



Vulturoids — These ships avoid direct confrontations. If you fly towards them, they will fly away.

Regenerator — A bladed ship that regenerates. Deadly.

Kamikaze — Controlled by a "hive-mind," these vehicles make high-speed suicide runs at your ship.

Scoring

Your score is shown at the top of the in-game screen.

Classic Asteroids

Somewhere within the game, the classic version of Asteroids , from 1979, is hidden. In order to unlock it, you will need to be very observant while playing the updated version of the game. Beware of any out-of-place debris you may see floating in space...

Credits

Publisher
Activision, Inc.

Produced by
Seth Gerson

Produced by
Dominic Wood
Syrox Developments, Ltd.

Lead Design
Mike Latham
Boat Drinks, LLC.
Seth Gerson

Associate Producer
Brian Clarke

Developer
Syrox Developments, Ltd.

Lead Programmer
Mark Gordon

Programmers
Phong Ly
Alex Darby
Steve Pearce
Tom Pinnock
Rob Brooks

White Dwarf Editor
Alex Darby

Lead Level Layout
Derek Poon

Lead Artist
Mark Knowles

Artists
Jon Green
Phil Williams
Colin Robinson
Mathew Bell
Steve Green

Cutscenes
Steve Green

Artistic Consultation
Larry Paolicelli

Design Assistance
Scott Pease

Music and Sound Effects

Associate Producer
Jay Halderman

Sound Programmer
Gary Jesdanun

Sound Effects
Bill Black
Big Fat Kitty Productions

Music
David Logan
David Logan Music

Classic Asteroids Programming

LTI
Michael Livesay
Daniel Zahn
Jason Maynard

Boss Programming
Sandy Burusco

Activision

Senior VP of Studio
Alan Gershenfeld

VP Console Division
Steve Crane

Director of Console Marketing
Mark Metis

Product Manager
William Kassoy

Marketing Associate
Serene Chan

Senior Publicist
Julia Roether

Designer
Erik Jensen

Copywriter
Veronica Milito

Creative Director
Ron Gould

Documentation Manager
Mike Rivera

Documentation Layout
Sylvia Orzel

Activision Quality Assurance

Senior Project Lead
Marilena Morini

Project Lead
Todd Q. Jefferson

Testers
Daniel Hagerty
Ronald Weibel
Jay Franke
Mike Flynn
Bruce Campbell
Aaron Casillas
Kip Stolberg
Mohammed Wright
Eric Koch
Damien Fischer
Edward Murphy
Chris Galvin
Darren Harper
Clay Retzer
Ilya Tchak
Robert Hamiter
Hector Guerrero

Special Thanks
Michael Schwartz
Brian Bright
Chris Hepburn
Kenny Ramirez
Mattt Stubbs
Jean Powell
David Silverman
George Rose
Thaine Lyman
James Thompson
Barry Plaga
Heather Maxwell
Ralph Votrian
Scott Lahman
Murali Tegulapalle
Dave Stohl
Bryant Bustamante
Salvador Fernandez
Belinda Van Sickle

Localizations

Localisation Supervisor
Nathalie Dove
Cedric Saint-Julien

Creative Services
Lucy Morgan
Jackie Whale

UK Product Manager
Michele Marchand

CUSTOMER SUPPORT

Customer and Technical support in Europe

For Customer or Technical Support you can contact Activision in the UK on 01 895 456 700 between the hours of 1.00pm and 5.00pm (UK time) Monday to Friday with the exception of holidays.
For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).
In Australia for Technical Support, Hints and Tips, please call +1 902 263 555. Calls charged at $1.50 per minute.

Product License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Product or any of its parts commercially, including but not limited to use at a cyber cafe, gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Use the Product, or permit use of this Program, on more that one console device at the same time.
- Make copies of this Product or any part thereof, or make copies of the materials accompanying this Product.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

ACTIVISION Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this computer software product that the recording medium on which the software Product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, ACTIVISION agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Centre of the product, postage paid, with proof of date of purchase, as long as the Product is still being manufactured by ACTIVISION. In the event that the Product is no longer available, ACTIVISION retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the software Product originally provided by ACTIVISION and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for £10.00 sterling or AUD $17 per CD replacement.

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION, Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL, United Kingdom.
Disc Replacement: + 44 1895 456 700

In Australia send to:

Warranty Replacements
Activision, Century Plaza, Level 1, 41 Rawson Street, Epping, NSW 2121, AUSTRALIA.
Disc Replacement: 61 2 9869 0955

Copyright

The enclosed software product is copyrighted and all rights are reserved by ACTIVISION Inc. It is published exclusively by ACTIVISION . The distribution of this product is intended for the use of the original purchaser only and for use only on the computer system specified in this manual. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the programme. Copying (except for one backup copy on those systems which provide for it), duplicating, selling, or otherwise distributing this product are hereby expressly not permitted by ACTIVISION. This manual and all other documentation contained herein are copyrighted and all rights are reserved by ACTIVISION, Inc and Activision UK Limited. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from ACTIVISION. Violations of copyright law may result in civil damages and, in certain circumstances, criminal penalties.
© 1998 ACTIVISION.
This license (including it's jurisdiction clause) shall be governed by, construed and take effect in accordance with the laws of England and Wales. The courts of England and Wales shall have exclusive jurisdiction over any claim, dispute or difference which may arise out of or in connection with this license.

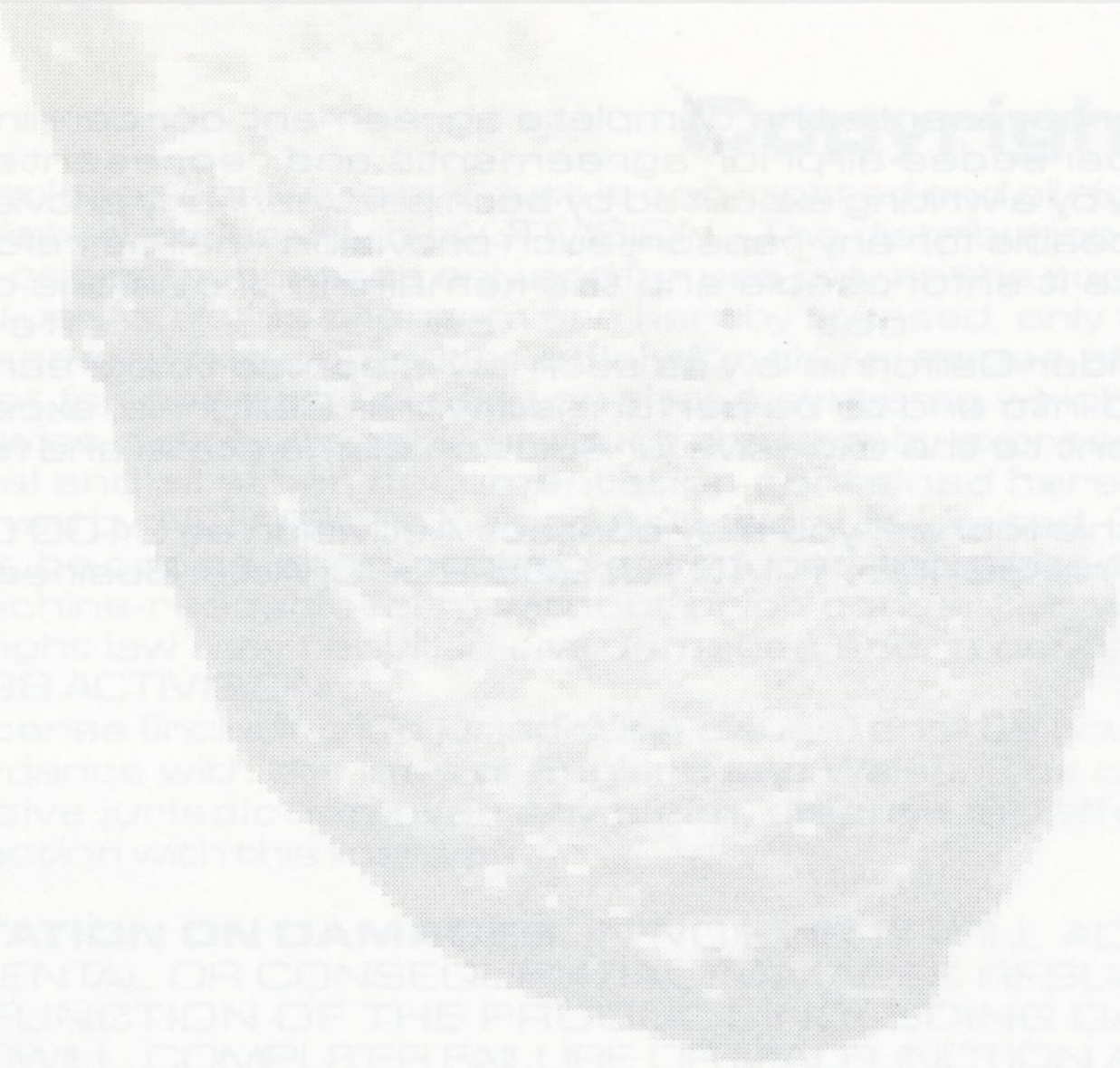
LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.
This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.
If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, + 1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



Customer Service Numbers

- Australia
- Österreich
- Belgique/België
- Danmark
- Suomi
- France
- Deutschland
- Greece
- Ireland
- Nederland
- New Zealand
- Norge
- Portugal
- España
- Sverige
- Schweiz
- UK

Customer Service Numbers

• Australia 1300 365 911

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Österreich 0450 199 000 500*

**(Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - - /Min, außerhalb dieser Zeit ös 6, - - /Min.)*

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• Belgique/België/Belgien 02 / 502 05 93

Veuillez appeler notre service clientèle à ces numèros seulement pour une assistance technique concernant la PlayStation.

• Danmark 31 23 24 04

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• Suomi (09) 887 331

Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten

• France 01 40 88 04 88

Veuillez appeler notre service clientèle à ces numèros seulement pour une assistance technique concernant la PlayStation.

• Deutschland 01805 / 766 977

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• Greece (00 301) 6777701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνικη υποστήριξη για την κονσολα PlayStation

• Ireland (01) 4054022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Italia 167 520 523

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• Nederland 0495 544 562

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• New Zealand (09) 415 2446

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• Norge 6679 9620

• Portugal (01) 318 7306

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• España 902 102 102

Por favor, llama a los siguientes nùmeros de nuestro Servicio de Atenciòn al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• Sverige 08 510 196 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• Schweiz 0900 55 20 55 Ein Anruf kostet Fr. 1. -/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen

• UK 0990 99 88 77

Please call these Customer Service Numbers only for PlayStation Hardware Support

SINK YOUR CLAWS INTO KUNG FU ACTION.

T'AI FU™

Wrath of the Tiger

AUTHENTIC KUNG-FU ACTION

LEGENDARY ANIMAL CLAN BATTLES

BEAUTIFULLY ANIMATED ADVENTURE

Activision is a registered trademark of Activision, Inc. © 1998 Activision, Inc. Asteroids is a trademark and © of Atari Interactive, Inc., a Hasbro affiliate. T'ai Fu is a trademark of DreamWorks Interactive L.L.C. DreamWorks Interactive is a trademark of DreamWorks L.L.C. Published and distributed by Activision under license. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

www.activision.com

DREAMWORKS INTERACTIVE™

ACTIVISION.

1000374.221.UK

SLES-01418

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

5030917002342